Count of Fe	alureCau	egory	RepairStatus				% Completed I
Branch	Div	PtType	Completed	Identified for Repair	In Progress G	Grand Total	
Branch II	DIV A	Drop Point		1		1	
		Fence Damage		3		3	
	DD/ A T	OIL		1		1	
	DIV A To			5		5	
	DIV D To	Drop Point		1		1	
		Drop Point		1		<u>1</u>	
	DIV E To	ntal		1		1	
		Drop Point		1		1	
		Staging Area		1		1	
	DIV G To	otal		2		2	
	DIV K	Staging Area		1		1	
	DIV K To			1		1	
		Chipping Slash		1		1	
		Road Repair Needed		2		2	
	DIV L To			3		3	
	ואו אוט	Chipping Slash Drop Point		5		5 1	
	DIV M To			6		6	
		Chipping Slash		2		2	
		Drop Point		2		2	
		Fence Damage		12		12	
		Gate Damage		1		1	
		Water Development Damage		1		1	
	DIV O To	otal		18		18	
	DIV Q	Drop Point		3		3	
	D016 =	Other Sensitive Resource		1		1	
	DIV Q To			4		4	
	ט עוט	Chipping Slash		1		<u>1</u>	
		Helispot Other		1 2		1 2	
		Other Sensitive Resource				<u>2</u> 1	
		Road Repair Needed		1		1	
		Road Sign Damage		1		1	
		Water Bar		1		1	
		Wilderness Incursion		2		2	
	DIV U To			10		10	
	DIV W	Chipping Slash		2		2	
		Drop Point		2		2	
		Fence Damage		2		2	
		Lop & Scatter Trees		1		1	
		Other Sensitive Resource		5		5	
		Road Repair Needed		1		1	
		Safety Zone Stream Crossing		1		<u>1</u>	
		Structure Wrap		1		1	
		Water Bar		1		1	
	DIV W T			17		17	
	DIV X	Chipping Slash		5		5	
		Drop Point		3		3	
		Fence Damage		7		7	
		Helispot		4		4	
		OIL		3		3	
		Road Repair Needed		1		1	
	DIV X To	Stream Crossing		24		1	
		Fence Damage		24		24	
	DIV Y	Other		1		1	
	DIV Y To			2		2	
		Chipping Slash		13		13	
	Groups	Culvert Damage		2		2	
		Drop Point		5		5	
		Fence Damage		25		25	
		Hazard Tree		2		2	
		Lop & Scatter Trees		2		2	
		Noxious Weeds		1		1	
		OIL		2		2	
		Other Road Ropair Needed		3		3	
		Road Repair Needed Staging Area		6		<u>6</u>	
		Stream Crossing		4		4	
		Trail Damage		1		1	
		WS		4		4	
	Groups '			71		71	
	(blank)	Dozer Push	3			3	
		Drop Point	1			1	
		Fence Damage	2			2	
		Road Repair Needed	4			4	
		Water Bar	3			3	
	(blank) 1	otal	13			13	
Branch II To Branch X			13	165		178	
	DIV AA	Chipping Slash		1		1	
	DNAAA	Fence Damage		3		3	
	DIV AA 1	Otal Chipping Slash		4		4	
		fortipping olasti	l	5		5	
	DIV O	Culvert Damage		1		1	

Fence Damage	Branch X DIV C	Drop Doint				1	
Other 1	DIANCII A DIV C			<u>l</u>		•	
DIV CC Total				1		•	
DIV CC Total				1		•	
DIV EE Drop Point 1				<u> </u>		-	
Fence Damage							
Haz/Mal Site 3 3 3 3 3 3 3 3 3	DIV E			<u> </u>		-	
DIV SET TOTAL				•		-	
DIV GCUVert Damage							
Fence Damage				5		5	
Road Repair Needed	DIV G			1		1	
DIV GG Total				7		7	
DIV GG Total		Road Repair Needed		1		1	
Fence Damage	DIV GG			9		9	
Fence Damage	DIV H	H Chipping Slash		1		1	
DIV HI Total		Fence Damage		1		1	
DIV KK Chipping Slash	DIV HH	Total		2		2	
Drop Point 1							
Pence Damage 3 3 3 3 5 5 5 5 5 5	DIV I			<u>.</u> 1		•	
DIV KK Total S S S DIV MN Chipping Slash B B Ence Damage S S S DIV MN Total S S S S DIV MN Total S S S S S S DIV MN Total S S S S S S S S S				3			
DIV MN Total 13	DIV VV						
Fence Damage 5 5 5							
DIV MM Total	DIVIV						
DIV OO Total	But Fre						
DIV OF Total							
DIV PF Chipping Slash 3 3 3 3 3 3 3 3 3				<u> </u>		•	
Drop Point 3 3 3 3 5 5 5 5 5 5				<u> </u>		-	
Fence Damage 6 6 6 6 DIV PP Total 12 12 12 12 12 12 12 1	DIV P	PChipping Slash		3		3	
DIV PTotal		Drop Point		3		3	
DIV PTotal		Fence Damage		6		6	
DIV QQ Drop Point 2 2 2 2 Fence Damage 3 9 9 9 9 9 9 9 9 9	DIV PP			12		12	
Fence Damage 9 9 Noxious Weeds 2 2 2 2 2 2 2 2 2							
Noxious Weeds		Fence Damage					
Road Sign Damage 1							
Water Bar 3 3 3 3 3 3 3 3 3				1			
Water Development Damage				3		-	
DIV QQ Total							
DIV RF Chipping Slash 1	DIV OO			•		•	
Culvert Damage							
Drop Point	DIVR			·		-	
Fence Damage							
Other 1							
Road Repair Needed 3 3 3 3 3 3 3 3 3							
Safety Zone 1				•		•	
Sensitive Plant Species 1				3		3	
Stream Crossing 1		Safety Zone		1		1	
Trail Damage 1		Sensitive Plant Species		1		1	
Trail Damage 1				1		1	·
Water Bar				1		1	
Water Development Damage 6 6 6				5	1	6	
DIV RR Total 54							
DIV TT Culvert Damage 3 3 3 2 2 2 2 2 2 2	DIV RR				1		
Dozer Push 2 2 2 2 2 2 2 2 2							
Drop Point	DIVI						
Fence Damage							
Helispot							
Noxious Weeds							
Road Repair Needed				-			
Safety Zone 2 2						-	
Staging Area 1 1 Stream Crossing 1 1 DIV TT Total 17 17 DIV UU Other Sensitive Resource 2 2 Road Repair Needed 2 2 Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157				<u> </u>			
Stream Crossing							
DIV TT Total 17 17 DIV UU Other Sensitive Resource 2 2 Road Repair Needed 2 2 Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157				1		1	
DIV TT Total 17 17 DIV UU Other Sensitive Resource 2 2 Road Repair Needed 2 2 Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157				·		•	
Road Repair Needed 2 2 Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157				17		17	
Road Repair Needed 2 2 Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157	DIV L	Other Sensitive Resource		2		2	
Water Development Damage 1 1 DIV UU Total 5 5 Branch X Total 156 1 157							
DIV UU Total 5 5 Branch X Total 156 1 157		Water Development Damage					
Branch X Total 156 1 157	DIV IIII	Total		•		-	
					1		
Grand Loral 131 371 11 3361	Grand Total		13	321	1	335	
10 021 1 000	J		10	V# I	<u>'</u>	300	